

Learning

Aim

To demonstrate some workflows which take an existing plugin and add changes to accomplish different tasks. Then republish on GitHub as a new plugin.

The first new plugin (oPlayDo1) will be a simple dialog which creates a GPX file from the start and finish positions entered on the plugin form.

A number of different workflows are possible. These are just the ones this author (@rasbats) has found easiest. Because most of my computer use is based on MS Windows this OS will be the first to be used.

I have set up a new GitHub account called [oPlayDo](#) where the project code can be viewed or used as a template for other projects.

Workflows

1. [Fork and build \(Windows\)](#) This takes an existing plugin ([DR_pi](#)) and copies it to your own profile on GitHub. The solution is then generated with CMake and compiled with Visual Studio 2013.
2. [oplaydo1 \(Windows\)](#) This modifies the code of DR_pi to create a new plugin, with an individual icon.

Coding Solutions

[Coding Solutions](#) This section is intended to gather together solutions for various coding issues relating to developing a plugin.

1. Adding a waypoint hyperlink

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